

Coursework 2 Pitch

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Title of chosen topic: Aim/Reflex trainer

About

For this project, I want to create and render a simple cube room with moving targets. The targets will be spherical and move in a fixed pattern from left to right and back again. Each target will be placed at varying heights along the back wall of the room. The room will be lit with a light source and the targets will cast dynamic shadows as they move across the room. The user will be able to click on them with their mouse and they will disappear. Once all the targets are gone, they will respawn (or it will end). The user will see a simple UI at the end that will display their score (points given for each target hit) so they can see how well they did.

Software / Hardware

For software I will be using Visual studio and Open GL. Apart from that I am not entirely sure about other software as of yet. Hardware I will be using my personal computer and will be tracking the user's inputs on their mouse.

User interactions

The user interacts with the software by clicking on targets that have been rendered with their mouse. Once they do this, the targets will vanish. If all of the targets have vanished then they will respawn (or the scene will end, not too sure yet).